

First if you are not familiar with how a functioning WebRing created by this software operates then please goto <http://www.bstoke.com> and see how the Basingstoke Roundabout WebRing functions

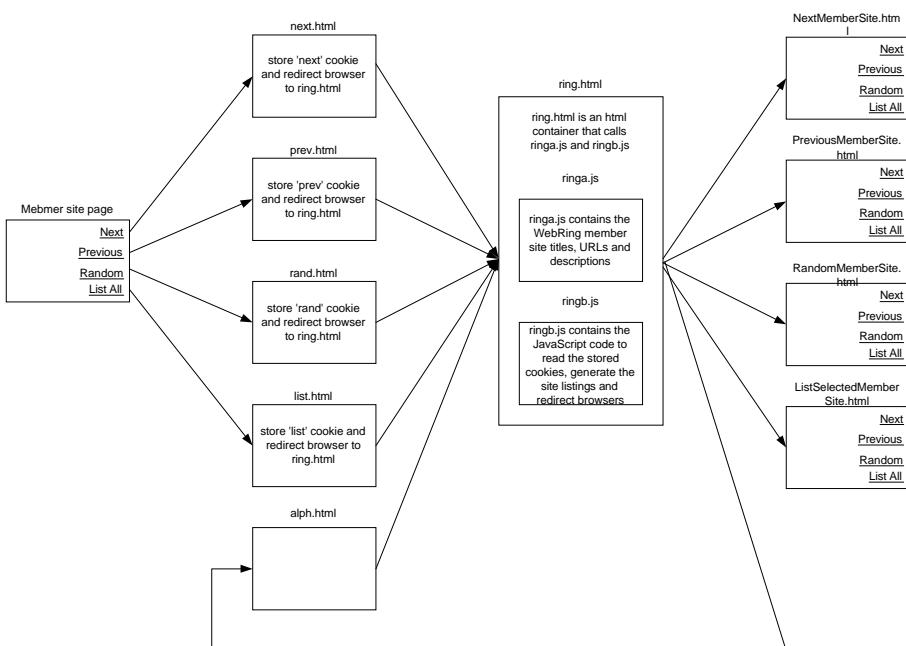
About the WebRing Scripts

The WebRing scripts were originally developed by Joe Tozer so that the Basingstoke Roundabout WebRing could be run without incurring the cost of any special hosting facilities and without participating sites having to carry advertising or having annoying pop up panels appear. The Basingstoke Roundabout has been successfully running in its present JavaScript form since 1999 and currently hosts 60 member sites.

The core of the WebRing is based on a set of HTML and JavaScript files that cause the WebRing software to execute on the browsing machine, rather than the more usual method of executing cgi scripts on the host machine. The member sites of the WebRing carry an HTML-only panel that directs browsers to the WebRing's core pages that carry the WebRing scripts.

How the WebRing Scripts operate

The WebRing scripts work like this: at the member site a click on one of the links on the WebRing panel will direct the browser to one of the prev/next/list/rand html pages on the central site; these pages store a cookie in the browsing machine indicating which page it is, they then auto load the ring.html page, the JavaScript on the ring.html page reads the cookie value and acts on it by auto loading the target member site, which in turn has the WebRing member panel pointing back to prev/next/list/rand.html pages.



Using the WebRing Scripts

If you want to use the scripts to create your own WebRing you may do so free of charge, providing the scripts are used intact and are not modified in any way, and that the references to the page, "tech.html", are kept in place (with the exceptions noted below).

The files you'll need to use to set up a script based WebRing are available from [//www.tozer.demon.co.uk/webring/](http://www.tozer.demon.co.uk/webring/) and are:

```
alph.html  
faq.html  
html.html  
index.html  
join.html  
list.html  
next.html  
prev.html  
rand.html  
ring.html  
ringa.js  
ringb.js  
roundabt.gif  
tech.html
```

One way to copy them is to http: to the page and then save the page from your browser. As many of the pages automatically redirect browsers to other pages, they can be a little tricky to save, to prevent the redirect occurring switch off scripting support in your browser. Once copied all the files need to be stored in the same webring folder on your WWW server. For example in: www.mydomain.myisp/webring/.

The main files you'll need to modify for your WebRing are "ringa.js" and "html.html", these contain the list of WebRing member sites, "html.html" is only necessary for "scripts challenged" browsers. The variable MaxSites on the first line in ringa.js needs to be changed to the number of sites in your WebRing and the variable MaxCats needs to be changed to the number of sort categories in your site. The files can be modified with a simple text editor such as NotePad.

If you use the WebRing scripts they may only be modified to change the names to that of your WebRing and to the names of your member sites, the structure of the pages may not be changed and the page tech.html and references to it may not be changed.

The page "join.html" uses cgi functions available on sites hosted by Demon Internet to return the forms, if Demon Internet does not host your site you may change this page to suit your ISP's facilities.

Using the WebRing Scripts without the WebRing Manager software

You are free to use the scripts unmodified, with the exceptions noted above. All use of the scripts and html is entirely at your own risk, no guarantees are implied or given as their functionality. If you need technical support by email I can provide this at an annual cost of £25 / US\$40, email me at the address on www.tozer.demon.co.uk for details.

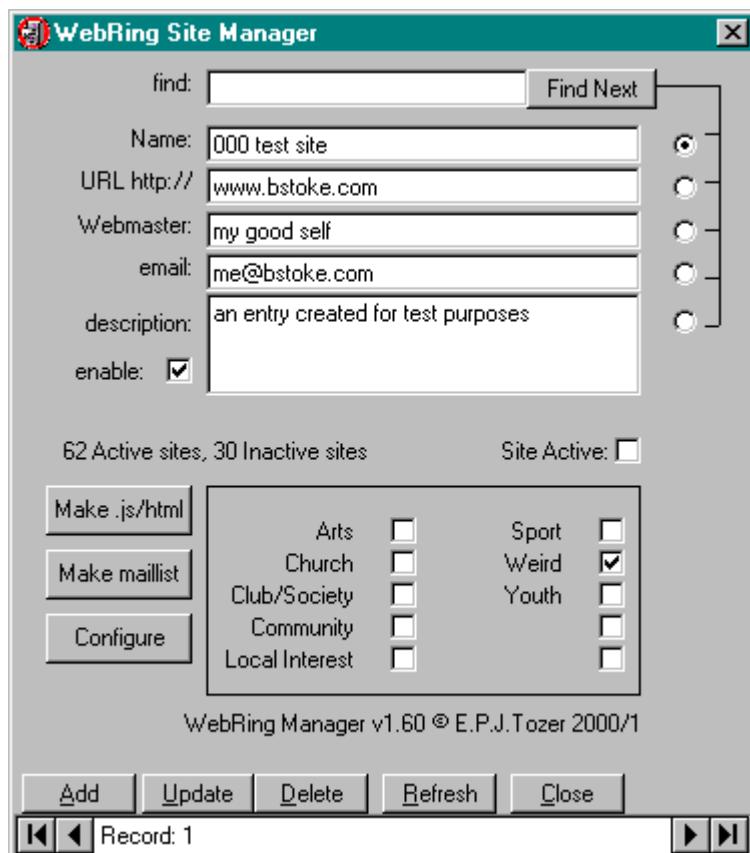
The WebRingManager Software

The WebRing Manager software will both manage your webring members and create the files needed (html.html and ringa.js) to update your WebRing when membership changes occur.

Installing Webring Manager

Ensure that the three files setup.exe, SETUP.LST and WebRing manager.CAB, are copied to the same folder on your PC, click setup.exe to run the installation wizard.

The Main Member Site screen



To add a member site:

1. Click Add
2. Enter the site name (title)
3. URL (N.B. without http://)
4. Name of Webmaster
5. Email address of webmaster
6. Tick the appropriate categories for the WebSite
7. Tick the Site Active box
8. If required add a site description and tick 'enable' for the description to appear in the listings web pages
9. Click Update (N.B. changes are not committed to the database until the 'Update' button has been clicked.)

To create new .js and .html file for ftp to your webserver:

Click Make .js.html, the files will be saved in the location specified in the configuration panel.

Site Active Check box

If the Site Active check box is ticked the site will appear in your WebRing, if the Site Active box is not ticked the site will not appear in your WebRing.

This feature can be used to temporarily suspend a member site, if for example their Web Sever is down. (N.B. the .js and .html files will need to be remade and ftp'd to your Webserver)

Make Maillist

If you wish to email all your WebRing Webmasters clicking make mail list will create a text file containing all the email addresses of your WebRing member webmasters. The mail list is categorised into active and inactive members. The email addresses in the text file can then be cut and pasted into the to: field of your email package

Find/Find Next

If you wish to find details of a particular site/webmaster/URL or email address:

1. Click the radio button for the category you wish to search
2. type the details into the 'find' text box, the database will find the first match to your text
3. Click 'find next' to get the next match to your text search

To change the details of a member site

1. Use 'find' to display the details of the site you wish to edit
2. Edit the appropriate site details
3. Click the update button
4. If necessary click make .js/.html files and ftp to your web server

To Remove a member site

5. Use 'find' to display the details of the site you wish to delete
6. Click the Delete button
7. N.B. this action is permanent, normally it will be better to use the Site Active check box to remove a site from your WebRing

Configuration Screen

You will need to use the configuration screen to configure the WebRing Manager to your specific needs, this is accessed by clicking the 'configure' button on the main screen.

1. **licence key** available by email, please send serial number details to joe.tozer@zetrox.com
2. **.js filename** is preconfigured and fixed to ringa.js
3. **.html file** name preconfigured and fixed to html.html
4. **WebRing folder** is the local path you wish to save the .js and .html files to, please note the terminating "\". N.B. this must be a location normally accessible to Windows, e.g. C:\MyWebFolder\; *a location such as Http://www.mywebring.com/myring/ cannot be used.*
5. **Database** is the path and filename you wish to save the database to, by default the database will be c:\program files\WebRingManager\sample.mdb, if you change this address the database must be copied to the new location
6. **Category Names** are the sort categories for your WebRing sites
7. **Master Page** will appear in all categories of the WebRing
8. **Active Categories** is the number of categories you wish to use on the 'categorised' page of your WebRing listings page

